

CINEMÁTICA DIRETA

EXEMPLO DE CINEMÁTICA DIRETA
BRAÇO COM JUNTA PRISMÁTICA

Exemplo de Cinemática Direta

Braço Manipulador SCARA

Considere o manipulador robótico abaixo. Determine a cinemática direta do braço.

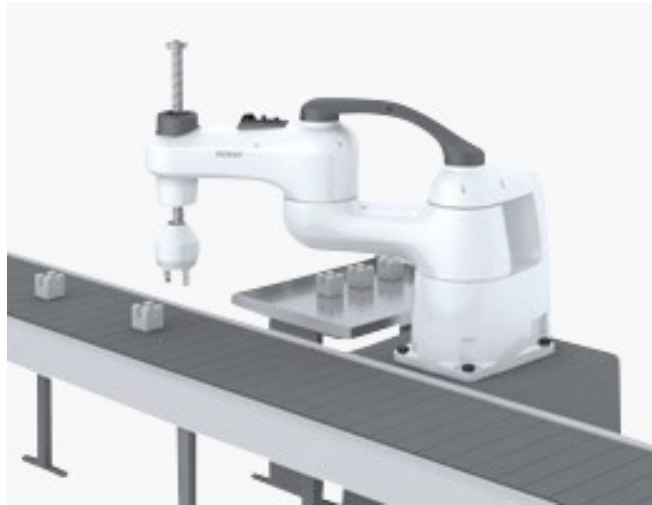
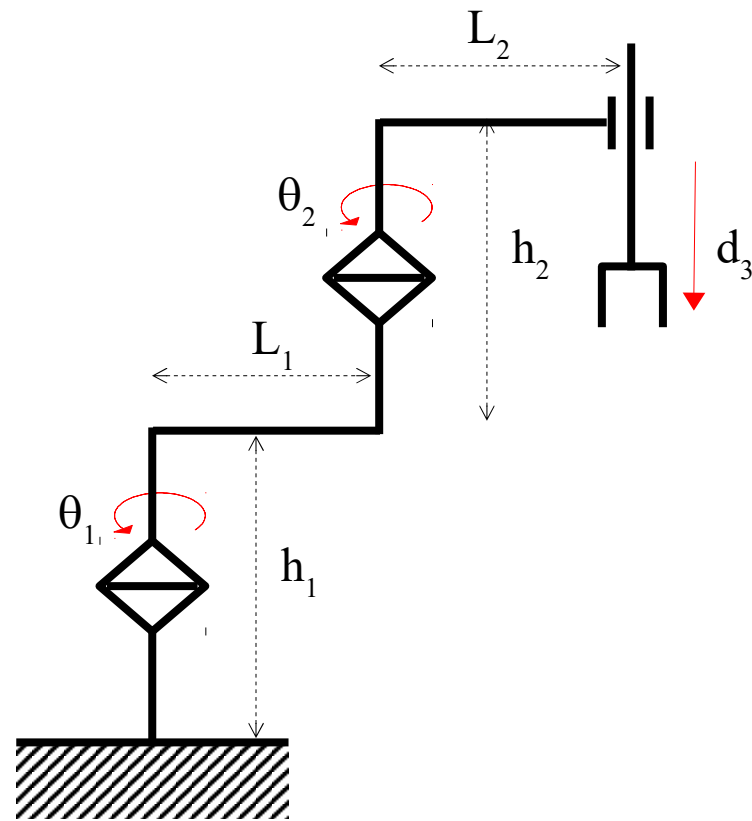
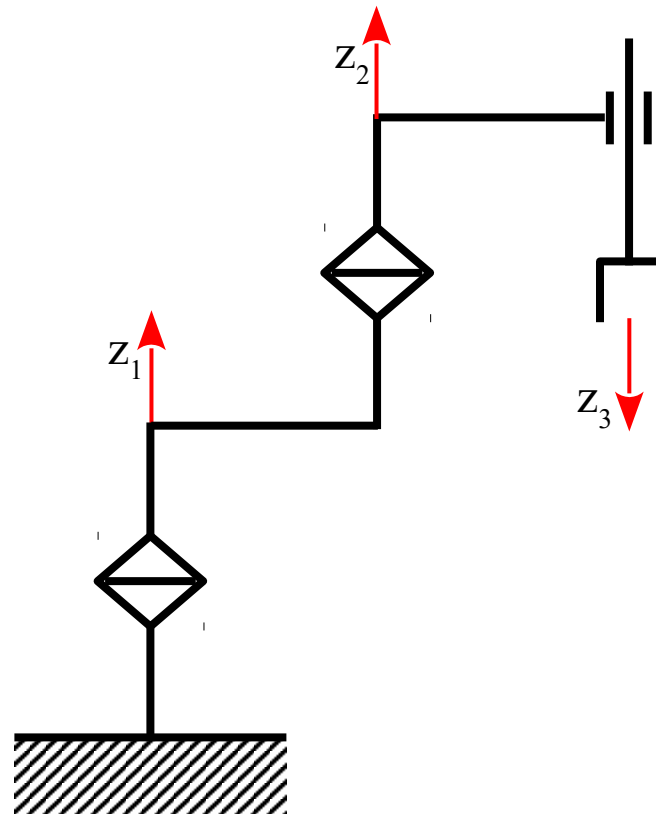


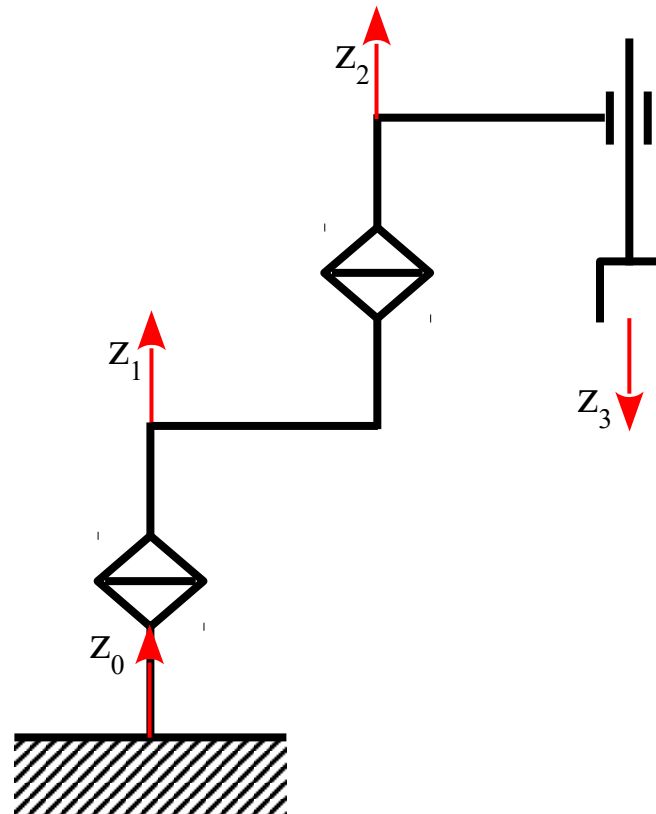
Diagrama Esquemático



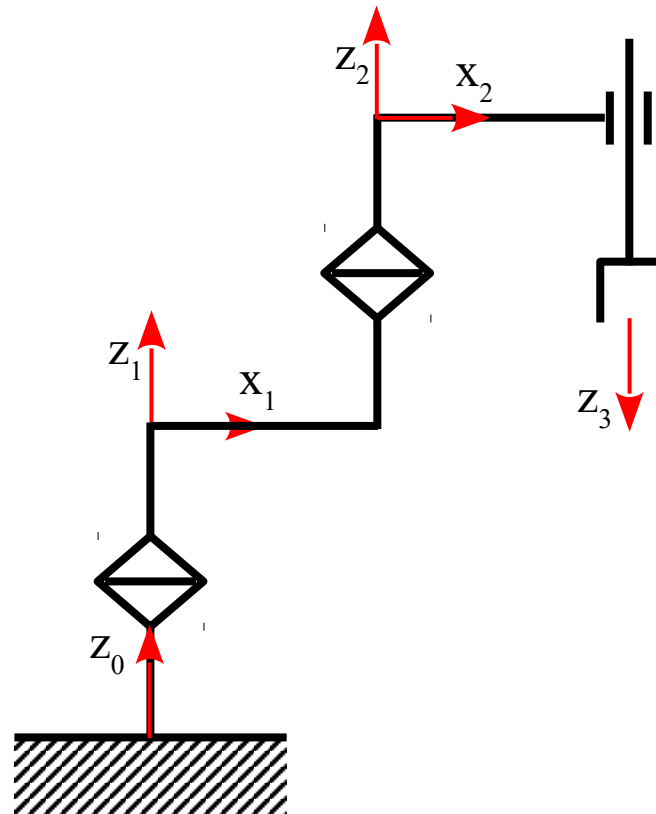
Atribuindo referenciais aos elos – Eixos z



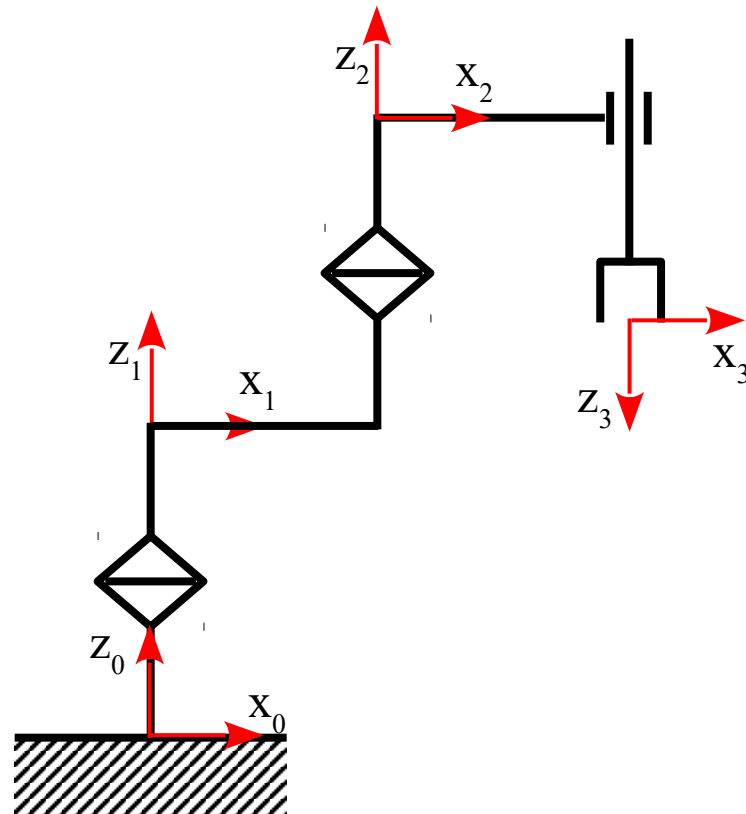
Atribuindo referenciais aos elos - Base



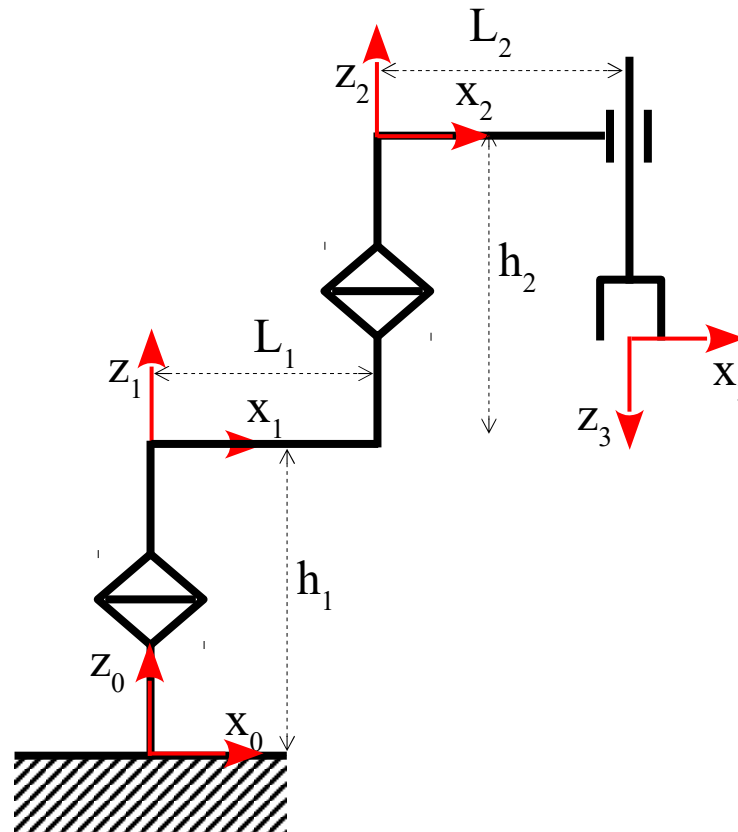
Atribuindo referenciais aos elos – Eixos x



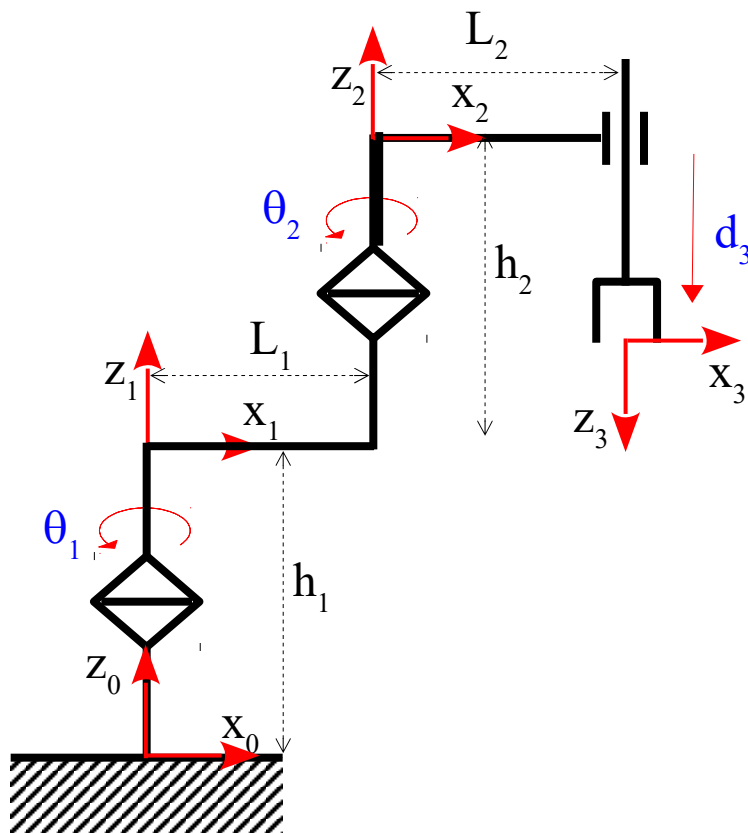
Atribuindo referenciais aos elos – Extremidades



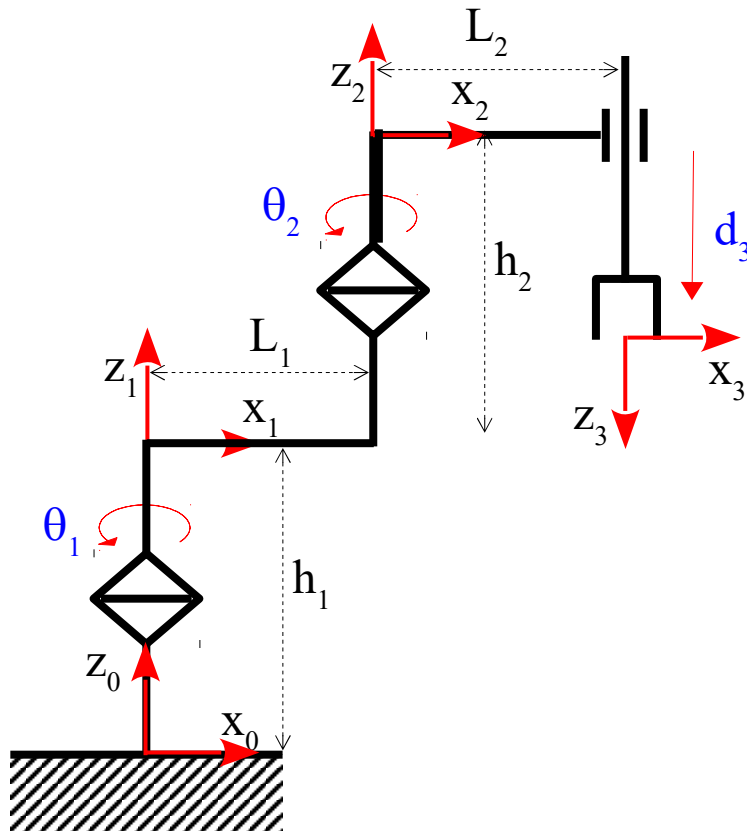
Parâmetros Denavit - Hartenberg



Parâmetros Denavit – Hartenberg: variáveis de junta



Parâmetros Denavit – Hartenberg



i	a_{i-1}	α_{i-1}	d_i	θ_i
1	0	0°	h_1	θ_1
2	L_1	0°	h_2	θ_2
3	L_2	180°	d_3	0°

Transformações de Elo

i	a_{i-1}	α_{i-1}	d_i	θ_i
1	0	0°	h_1	θ_1
2	L_1	0°	h_2	θ_2
3	L_2	180°	d_3	0°

$${}^0T_1 = \begin{bmatrix} c_1 & -s_1 & 0 & 0 \\ s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & h_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^1T_2 = \begin{bmatrix} c_2 & -s_2 & 0 & L_1 \\ s_2 & c_2 & 0 & 0 \\ 0 & 0 & 1 & h_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^2T_3 = \begin{bmatrix} 1 & 0 & 0 & L_2 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & -d_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Concatenando as Transformações de Elo

$${}^0T_2 = {}^0T_1 \cdot {}^1T_2 = \begin{bmatrix} c_1 & -s_1 & 0 & 0 \\ s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & h_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} c_2 & -s_2 & 0 & L_1 \\ s_2 & c_2 & 0 & 0 \\ 0 & 0 & 1 & h_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow {}^0T_2 = \begin{bmatrix} c_{12} & -s_{12} & 0 & c_1 L_1 \\ s_{12} & c_{12} & 0 & s_1 L_1 \\ 0 & 0 & 1 & (h_1 + h_2) \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Concatenando as Transformações de Elo

$${}^0T_3 = {}^0T_2 \cdot {}^2T_3 = \begin{bmatrix} c_{12} & -s_{12} & 0 & c_1 L_1 \\ s_{12} & c_{12} & 0 & s_1 L_1 \\ 0 & 0 & 1 & (h_1 + h_2) \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 & L_2 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & -d_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow {}^0T_3 = \begin{bmatrix} c_{12} & s_{12} & 0 & (c_1 L_1 + c_{12} L_2) \\ s_{12} & -c_{12} & 0 & (s_1 L_1 + s_{12} L_2) \\ 0 & 0 & -1 & (h_1 + h_2 - d_3) \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Função de Cinemática Direta

$${}^0T_3 = \begin{bmatrix} c_{12} & s_{12} & 0 & (c_1 L_1 + c_{12} L_2) \\ s_{12} & -c_{12} & 0 & (s_1 L_1 + s_{12} L_2) \\ 0 & 0 & -1 & (h_1 + h_2 - d_3) \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

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